

TRAVEL JOURNAL



MARCO POLO

IMPORTANT

This instruction manual follows the sequence in which the game screens appear. In this way beginners can quickly start playing the game simply by following the explanations.

AIM OF THE GAME

In Marco Polo, you will be traveling through Asia as a merchant in the Middle Ages. As you follow in the footsteps of this famous explorer, you face the risks and laws of the market, the double dealings of the mighty and powerful, and all kinds of intangible elements. The aim of the game is to become rich and famous...

How To Become Rich

You set off with a purse containing 600 Saggi and have to purchase merchandise at the lowest possible price (usually in the village where it is manufactured) and then sell it at the best possible price (in a large town where that particular merchandise does not exist).

How To Become Famous

You will be unknown as you set off, but you will soon meet powerful personalities as well as more humble yokels. Each category will entrust you with missions which, if successfully completed, will contribute to your good reputation and perhaps even bring you glory! In this game, wealth and notoriety are of equal importance: in fact, you can win the game on the basis of either one. But, if you wish to have a fascinating adventure, you should play at both levels.

MENUS

MAIN MENU (see Ref. "A")

Start a Game

Starts a new game of Marco Polo.

Resume a Game

If a game of Marco Polo has been saved, it can be resumed at the same point it was left off. Confirm the saved game you wish to resume. *Note: If one player is no longer present, you can make that player quit by selecting Quit in the Pause menu.*

Carry Out a Mission

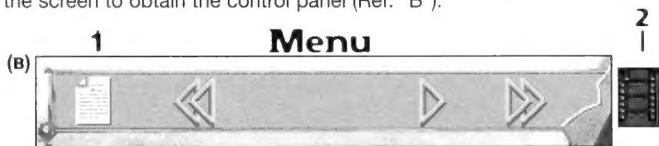
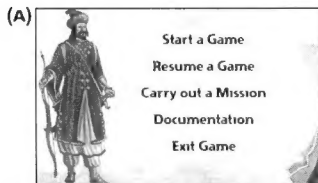
To play a short game, simply choose one of the 32 missions in the game. This option is only possible if you are playing alone. To see the rest of the missions list, click the .../... symbol. Click the title of the mission to start.

Note: The missions are divided into 4 levels of difficulty:



Documentation

You have at your disposal an extensive data base on Marco Polo and the China of his day. After you have selected a chapter (by clicking on it), you will access the list of file cards contained in that chapter. Click the title of the file card to see and hear the information requested. You will obtain the information in audio-visual mode. Click the screen to obtain the control panel (Ref. "B").



To see and hear the information on the file card, click the > symbol. Previous file card: click the << symbol. Next file card: click the >> symbol. To obtain the information in written text, click icon 1. To return to the sound and image mode, click icon 2. To display the list of file cards again, click MENU.

In text mode, to scroll the written text up or down, click the .../... symbol. Sometimes words appear in red. Click one of those words to go to another file card that expands on the subject relating to that word.

Exit Game

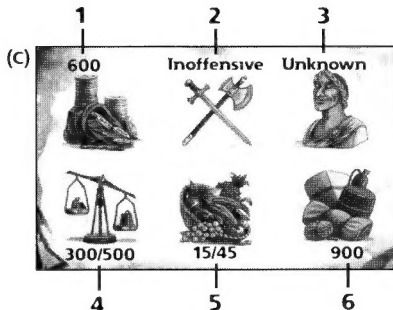
This will make all players exit Marco Polo permanently.

PAUSE MENU

This allows players to organize their game and to consult the Travel Log.

Travel Log (Ref. "C")

- 1) Money
This is the current balance of your fortune. It will count toward the game's final score.
- 2) Strength
This is the strength of your escort in combat. The overall value of the entire escort is indicated by a word that applies to your caravan.
- 3) Notoriety
Your fame is indicated here by a word which describes you. This appraisal changes depending on how well you handle your encounters and the missions entrusted to you. Fame counts toward the game's final score.
- 4) Weight
The right-hand figure is the total load your caravan is capable of carrying, the left-hand figure is the load your caravan is actually carrying.
- 5) Food supplies
The right-hand figure is the number of rations, the left-hand figure is the total number of traveling days possible with the available food. You will need one ration per man, per day.
- 6) Merchandise
This indicates the average value of all merchandise you are carrying. This value is added to your wealth to calculate the final score. It is advisable to sell for a better price before the end of the game.



Purchase Summary

You will get a summary of the last 9 purchases you made. Example: if you purchased goods at Acre, Layas and Trebizond, click Acre to see the list of purchases made in that town. Then, if you click Layas or Trebizond, you will see the purchases you made in those towns.

Missions in Progress

This shows the missions you are carrying out.

Saving the Game

You are entitled to 4 saving operations. Click the location from which you want to save the current game, and make a note of the number.

Note: The backups are stored on your computer's hard disk (drive C: root directory).

Example: GAME 2.SAV 40176.

Quit Game

This allows one player to stop playing without preventing the others from continuing. That player's score will be retained to the end of the game.

Restart Game

If all players decide to quit the game currently in progress, a game already saved may then be restarted.

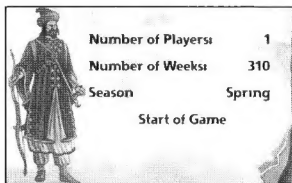
START OF THE GAME

PLAYER PARAMETERS MENU

Select the number of players, the duration of the game and the season in which the game starts (Ref. "D").

Number of Players

Click the right-hand or left-hand mouse button to indicate the number of players between 1 and 4.



Number of Weeks

Click the right-hand or left-hand mouse button to indicate the duration of the game. One season represents 13 weeks (or a player's turn). For each turn, allow approximately one minute of play per player.

(D)

Starting Season

Click the right-hand or left-hand mouse button to indicate the season in which the game starts. This will affect the prices and quantities of goods you will find.

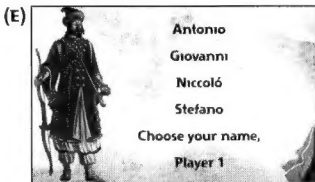
Start

Click to start the game with the parameters displayed.

CHOICE OF NAME

Each player must select a different name from those offered (Ref. "E").

Note: Player 1 starts the game.



STARTING MAP

This map contains five towns described in the travels of Marco Polo. At the beginning of the game, players choose one of 5 starting towns: Layas, Karakum, Tolbonur, Ondorsum and Quinsai. Thereafter, the positions of each player may be located on the OVERALL MAP.

Starting point: click the town from which you wish to start. All players start from the same place. The more easterly the town, the greater the level of difficulty.

Note: The "natural" starting point is Layas (historically where Marco Polo began his travels). Some alternative starting points are: via the northern route, under the protection of Mongol tribes, or by ship at Quinsai.

SUBURBS

You have arrived near a town. You may visit it, stock up on supplies, organize your caravan or continue your journey. The name of the town at which you have arrived is displayed at the top of the screen (Ref. "F").

1) Trade and Encounters

In the TOWN CENTRE you may make encounters or go to the market (see page 10).

2) Journey

Organize your caravan (see page 12).

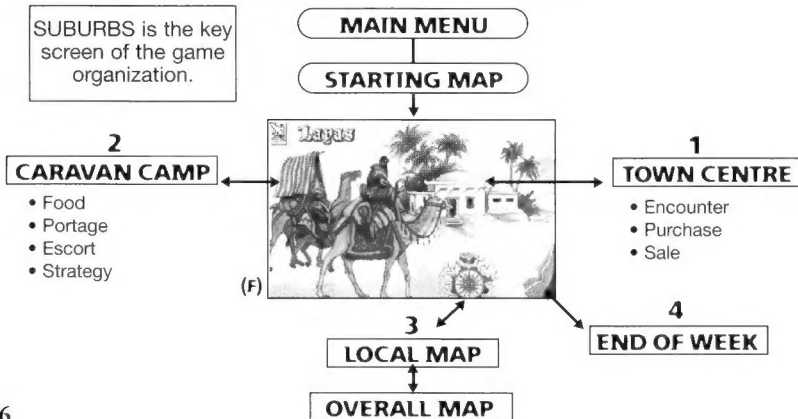
3) Trip

Travel to another town nearby or consult the map (see page 19).

4) End of Week

End the week and hand your turn over to the next player while you wait for supplies and merchandise in the town to be replenished.

SUBURBS is the key screen of the game organization.

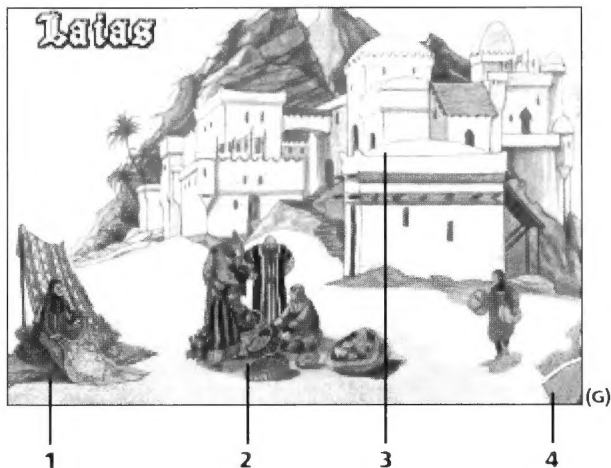


TRADE AND ENCOUNTERS

TOWN CENTRE

You are in the center of the town, the capital or the village. You may make encounters or buy and sell merchandise (Ref. "G").

- 1) Purchase
- 2) Sale
- 3) Encounters
- 4) SUBURBS



ENCOUNTER

The “encounter” takes place the same way an interactive film does; you see a succession of images combined with a commentary. From time to time, you are asked a question (you must answer YES or NO). Depending on your answers, the encounter may or may not be profitable. Click REPEAT to hear the explanations a second time (Ref. “H”).

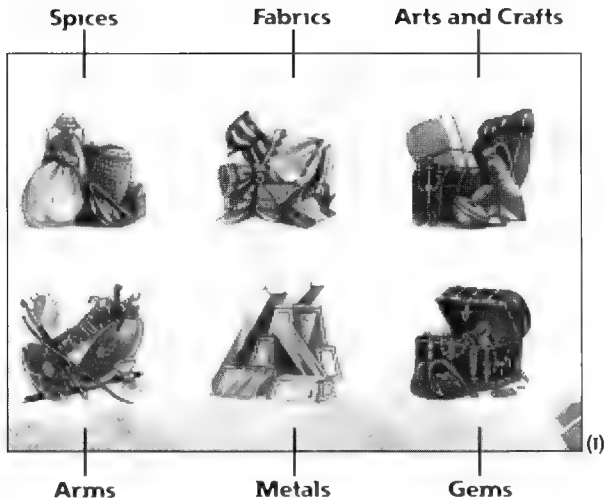


(H)

YES

REPEAT

NO



MARKET (Ref. "I")

Note: The screen is the same for both Purchase and Sale.

Purchase

Each town will not have all the merchandise categories available. Move the cursor around the various categories to find out whether they are available or not, or if they have been ordered. Click the one you are interested in.

Sale

Move the cursor around the categories, or your inventory, to find out those you have. Click the one you wish to sell.

CHOICE OF MERCHANDISE (Ref. "J")

Note: The screen is the same for Purchase and Sale.

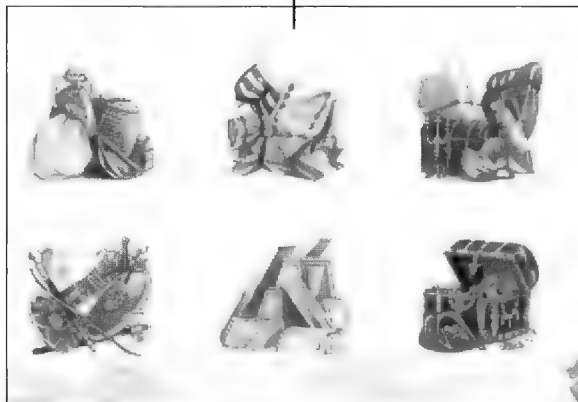
Purchase

You will not find all merchandise in each town. Move the cursor around the various goods to find out whether they are available in this particular town. Click the one you wish to buy.

Sale

Move the cursor around the various goods to find out those you have. Click the one you wish to sell.

Merchandise



NEGOTIATION

The art of bargaining lies in knowing just how far you can go (Ref. "K").

Note: The negotiation screen is identical for Purchase and Sale.

1) Money

This indicates the current balance of your fortune. It will fluctuate depending on your expenditure and profits, and will count toward the game's final score.

2) Stated Quantity

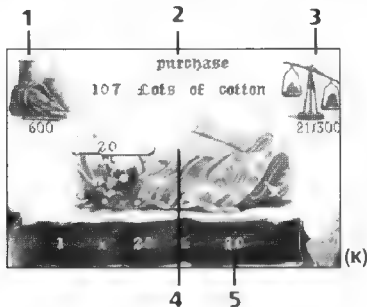
This indicates the number of merchandise batches available.

3) Weight

It is impossible to travel if the first figure, indicating the total weight of the merchandise and food supplies you own, is higher than the second figure, which indicates the weight your caravan is capable of conveying. If the first figure is higher, you must either sell some of your merchandise or increase your portorage capacity (Portorage in the Caravan Camp screen).

4) Stated Price

This indicates the price at which the merchant would like to sell to you, or buy from you, a batch of merchandise. You can offer a better price by moving the transaction ribbon.



5) Transaction Ribbon (Ref. "L").

a) Quantity Required

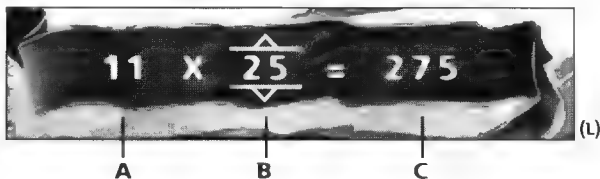
Click the right-hand (to increase) or left-hand (to decrease) mouse button to indicate the number of merchandise batches you wish to buy or sell.

b) Price

Click the right-hand or left-hand mouse button to increase or decrease the displayed price.

c) Offer

Click to confirm the offer. The bargaining begins! At the end of the round of negotiations the amount you have available to spend, or the amount you receive for the merchandise you sold, is displayed here. Click to accept the transaction.



JOURNEY

Before you set off on your adventure, you must prepare your journey carefully: hire porters and escorts and provide adequate food supplies for everyone. To do so, select CARAVAN CAMP in the SUBURBS screen.

CARAVAN CAMP

At the caravan camp, you will find food supplies, men of arms, carriers, beasts of burden, and you will be able to organize your caravan. Prices are not open to negotiation, even if they do vary from town to town (Ref. "M").

(M)



Food

Portage

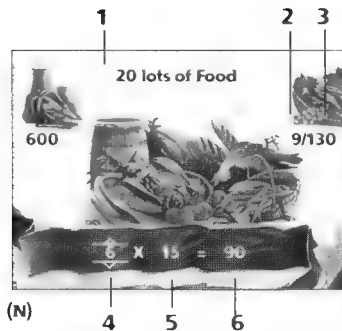
Escort

Strategy

FOOD

Your men of arms, carriers, drivers of beasts of burden or wagons, all consume food each day. It is impossible to plan a journey if you are unable to feed them during the course of the trip (Ref. "N").

- 1) The quantity available in the town this week is indicated. Each ration represents one day of food supplies for you and each man in your caravan.
- 2) The first figure indicates the number of days of food supplies your caravan has.
- 3) The second figure is the total number of rations. If the first number is insufficient to reach a town, buy more food or cut down the number of men.
- 4) Number of rations. Click the right-hand mouse button to increase or decrease the number of rations.
- 5) Price of a ration. Fixed: no bargaining here!
- 6) Total price due. Click when you agree on the quantity.



PORTERAGE

To carry your merchandise, and the food supplies, you can hire carriers, horsemen, camel drivers and even wagons. But don't hire too many, or you will have to feed them all (Ref. "O").

Carriers/Porters

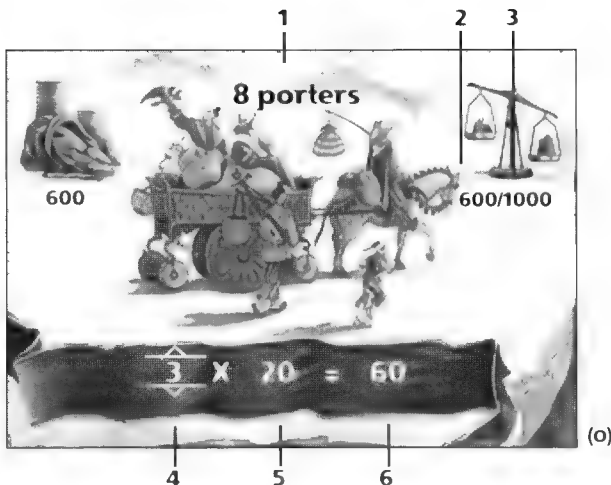
These porters are very tough; they can carry heavy loads and still walk at a good pace. They consume one ration of food per day. To select a carrier, click the standing figure.

Horsemen

Their horses are capable of carrying larger loads than the carriers. They consume one ration of food per day. To select a horseman, click the figure on horse-back.

Camel Drivers

A good camel can carry more than a horse. Camels are very strong and much appreciated for desert travel. Their drivers consume only one ration of food per day. To select a camel driver, click the camel.



Wagon

You can load an enormous amount of goods onto a wagon, but the driver consumes one ration of food per day. To select him, click the wagon.

- 1) Number of available carriers/porters.
- 2) It is impossible for you to travel if the first figure, indicating the total weight of the merchandise and food supplies you own, is higher than the second figure. Buying and selling changes this figure.
- 3) The weight your caravan is capable of conveying. Buying and selling portorage will change this price.
- 4) Click to increase or decrease the number of men.
- 5) Price of one man. Fixed: no bargaining here!
- 6) Total price due. Click when you agree on the quantity.

ESCORTS

During the journey there is always risk of attack. You need to hire a few men of arms, lancers, archers or knights to help you beat off these attacks (Ref. "P").

Lancers

Lancers are the least expensive soldiers. They are also of lesser value in battle. To select a lancer, click the figure holding a spear.

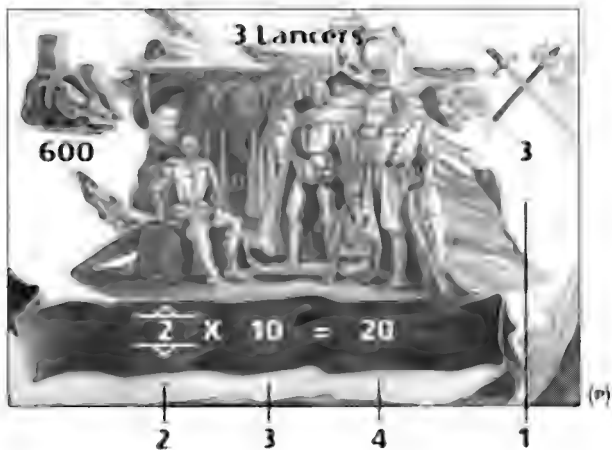
Archers

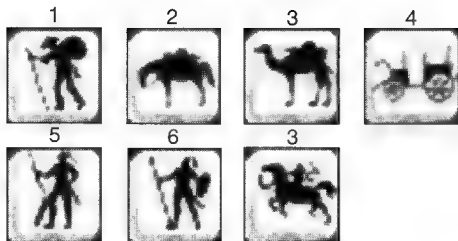
Archers are capable of keeping your assailants at a distance and of defending you in hand-to-hand fighting. To select an archer, click the figure holding a bow.

Knights

The strength of knights in combat, and their great action radius, makes these the best soldiers. They are also the most expensive. To select a knight, click the horse.

- 1) This indicates the strength of an escort in combat. It is calculated by adding the points assigned to the men that make up the escort: 1 for a lancer, 2 for an archer, 4 for a knight.
- 2) Number of men. Click to increase or decrease the number of men.
- 3) Price of one man. Fixed: no bargaining here!
- 4) Total price due. Click when you agree.





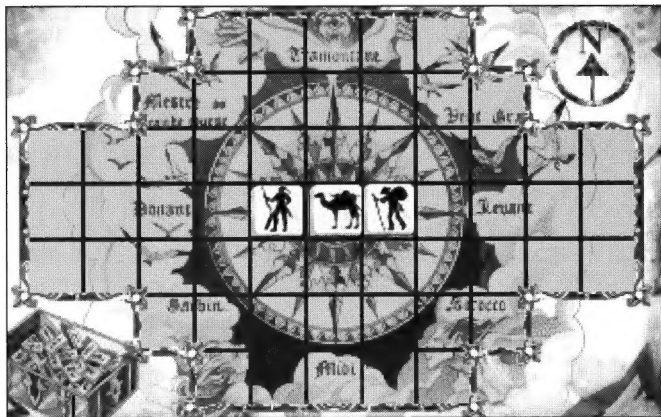
STRATEGY

It is extremely important to organize your caravan strategically. Get rid of any superfluous carriers. If you do not, you will have to feed them. Shift your escort to the flank where you know they will be most effective (this sort of information can be gleaned from your encounters with well-informed people). (Ref. "Q")

- 1) Carrier
- 2) Horseman
- 3) Camel
- 4) Wagon
- 5) Archer
- 6) Lancer
- 7) Knight

This screen ("Q") represents a checker on which you position domino pieces. To move a piece, click on it and place it where you want it to be by clicking it a second time. In the bottom left-hand corner of the screen there is a domino box which you can use to get rid of any pieces you do not need. The compass indicates the caravan's orientation: North is at the top, South at the bottom, West on the left and East on the right.

Note: It is preferable to place your porters and beasts of burden in the center as they are vulnerable and of no value in combat.



Sell back area

TRIP

LOCAL MAP

Note: Player can sell back any unnecessary escort/porterage here.

OVERALL MAP (Ref. "R")

Capitals

A town with three towers is the capital of a province. The cost of living is expensive but you can sell with a profit and meet important people.

Towns

A town with two towers is an average size town. You can buy or sell there and meet people.

Villages

A town with one tower is a small village. There is not much to buy there, but what there is to buy, is inexpensive. There are people to meet there. Click on it to go there.

Note: The numbers of the towns on the map grow from west to east.



(R)



© 1995 I•Motion, Inc. under license from Infogrames Multimedia/Philips Interactive Media France.
I•Motion, Inc. 1341 Ocean Ave., Box 417, Santa Monica, CA 90401